

ABSTRACT OF THE DISCLOSURE

A game apparatus includes a CPU, and the CPU executes a game process. When a player character encounters an enemy character in a game world, a battle screen is displayed on a monitor. On the battle screen, an instruction image according to an operation timing pattern recorded in correspondence to the enemy character is displayed, and a background music (BGM) according to the pattern is output from a speaker. A player weights an operation timing by the instruction image and a tune of the BGM (drum part). In a case of a degree of coincidence between the operation timing by the player and a timing of the pattern is high, a damage which the player character applies to the enemy character and an experienced value to be obtained by the player character increases.